

Character Abilities

Roll 3 six sided dice and add up the total. Write down the result and repeat five more times for the abilities listed below.

Dice Roll Total	Modifier
3–8	-1
9–12	+0
13–18	+1

Strength: How strong you are. The modifier is to the damage you do when you hit someone and to the amount you can carry.

Dexterity: Hand-eye coordination and agility. The modifier is to trying to hit things with ranged weapons, and to how hard it is for someone to hit you— your Armor class.

Constitution: Your physical toughness and resistance to disease. Modifies how easy it is for you to be killed, these are your hit points, and the more you have the better.

Intelligence: Usually this aspect of your character will be provided by your own mind; you will have to figure out puzzles, answer riddles, and decide on tactics. However, your character will know some things in the game world that you can't know, like casting spells and how to resist a monster attacking your mind with psychic powers.

Also, if you roll low for this ability it can be great fun playing the part of a dim witted character. Modifier doesn't apply, scores under 9 can't learn magic spells, those over fifteen are better at it and get an extra spell to cast starting out.

Wisdom: Similar to intelligence, you will usually be providing the common sense and self-control for your character unless something out of your control happens— a magic curse, a siren's song calling— and then the number will decide what your character does.

And, again, it can be fun to figure out what choices a fighter with a 6 wisdom might make. The modifier above doesn't apply, over 13 means a character is better at learning and will get 5% bonus to experience. Scores over 15 will grant clerics an extra petition a day.

Charisma: How convincing, attractive, and leaderly your character is. You'll still be expected to make your arguments and try to influence people you meet in the game. But your character may not be as smooth a talker as you or as pretty. This affects how people react to you when they first meet you. It also determines how many people will work for you and how loyal they will be.



Now that you have your numbers, what do you do if you wanted to play a brilliant wizard of magic and your character's intelligence is 4?

You may swap any score with the prime ability of the class you want to play.

So, if you rolled a 15 for charisma you could swap that with your intelligence and have a very unlikeable magic-user.